# BOOMLINGS®

## RULES

*(and so do you!)*


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**2-6 Players** **Ages 8+** **20-45 min**



# TABLE SETTING

## OBJECTIVE

**Score the most points**
***BEFORE THE WORLD ENDS!***

Score points by playing **traits** over rounds called **ages**.

But watch out! Some ages are **catastrophes**.

After 3 catastrophes, **the world ends**, the game is over, and the player with the most points **WINS!**

## CONTENTS

**113x** Traits **40x** Ages **6x** Gene Pools **1** Birth of Life




## SET-UP




**1.** Give a Gene Pool card to each player. Place it in front of them with the number **5 set to the top**.

**2.** Shuffle all traits and deal **5 to each player**. Place the remaining traits in a pile in the center of the table to create the **trait deck** (this is where you will draw cards from).



# TABLE SETTING

**3.** Separate the ages and catastrophes into 2 piles, face down.




Ages Catastrophes

Catastrophes have the **same** card back as ages, so look for the white 'catastrophe' text at the top.




Then, shuffle each pile separately.

**4.** Now, deal 3 ages into 3 piles, face down. Add 1 catastrophe to each pile. **Shuffle each of the 3 piles separately**, so you don't know where the catastrophe is.




**5.** Stack the 3 piles of ages on top of each other in the middle of the table (next to the trait deck) to create the age deck. Place **the Birth of Life** on the top.




**6.** Start your game of Doomlings! The 1st Player is the player to the left of the dealer.



# HOW TO PLAY

## 1. FLIP THE BIRTH OF LIFE

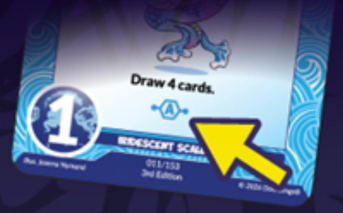
**Flip the Birth of Life over** into the first era pile. Starting with the 1st player, and moving **clockwise** around the table ("turn order"), each player takes a turn.




Age Deck  Era 1 Pile

## 2. EACH PLAYER TAKES A TURN

**A.** Play 1 trait from your hand into the play area directly in front of you. **This is called your trait pile**.




**B.** If it has an effect & you are able to play it, play it now.

**NOTE:** Bonus points and certain effects are not played until the end of the game. See pages 6-7 for more info.

**C.** End your turn by *drawing* from the trait deck **OR** *discarding* from your hand until the number of cards you hold matches the number at the top of your Gene Pool. **This is called stabilizing**.




**NOTE:** See page 5 for more info about Gene Pools.

## 3. FLIP THE NEXT AGE

After all players take their turn, **flip the next age over** onto the era pile. Play the age's effect. If it's a rule, it lasts for that round *only*. Gene Pool effects are **permanent**.

OH NO! THE AGE IS A **CATASTROPHE!**




If it is the 1st/2nd catastrophe, the 1st Player shifts 1 to the left. Then, **play only the white text**. After taking your turns, flip the next age over into a **new era pile**.




Trait Deck  Age Deck  Era 1 Pile  Era 2 Pile  Era 3 Pile

## 4. PLAY THROUGH THE AGES

Repeat Steps 2 and 3 until the 3rd catastrophe is flipped and **THE WORLD ENDS!**

# HOW TO PLAY

## 5. WORLD'S END

When the 3rd catastrophe is flipped,

***THE WORLD ENDS!***

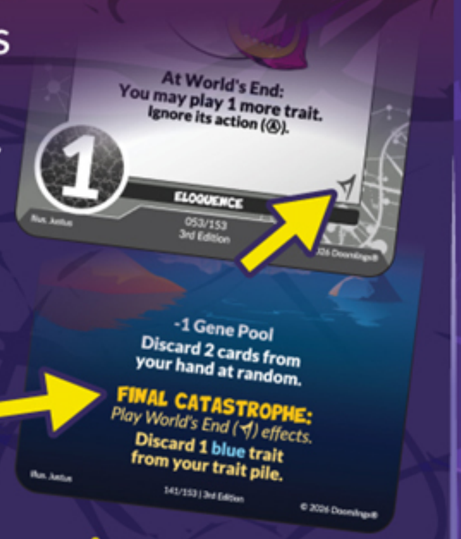
No more turns are taken. Do not rotate 1st Player.




**Before you add up your scores, STOP!**
**There are 2 things you need to do first:**

**1.** Check your **trait pile** for any traits with World's End effects. Look for the **World's End icon** in the lower right-hand corner of your traits. In turn order, play those effects now.

**2.** Then, all players follow the **gold text** on the 3rd catastrophe. *Ignore the white text.*




***Now* you can proceed to scoring...**

## 6. SCORING

**1.** Add or subtract points from the 3rd catastrophe's **gold effect**.

**+**

**2.** Count the **face value** of all the traits in your trait pile.

**+**

**3.** Count the **bonus points** on traits in your trait pile. (Look for the **Drop of Life icon** on the bottom right of your traits.)




We also have a **Free Online Score Tool** that makes the scoring process even easier!

***SCAN TO SCORE!***

Or visit **ScoreDoomlings.com**

# IN-DEPTH RULES

## LAYOUT

By the end of the game, your **community play area** should look something like this:




Discard Pile | Trait Deck | Age Deck | Era 1 Pile | Era 2 Pile | Era 3 Pile

And your **trait pile** should look something like this:




Blue Traits | Green Traits | Colorless Traits | Purple Traits | Red Traits



Gene Pool



Dominant Traits

**TIP:** Overlap traits of the same color with the face value and text visible to keep your trait pile organized. Group dominant traits separately so you know when you've hit your limit of 2.

## GENE POOL & STABILIZING

Stabilizing is the act of *drawing* from the trait deck or *discarding* cards from your hand until your **hand size matches** the number at the **top of your Gene Pool**. Stabilizing occurs at the **END of your turn**.




When a trait or catastrophe says +1 or -1 Gene Pool, adjust which number is at the **top of your Gene Pool** by rotating or flipping the card.

Do not immediately stabilize when you adjust your Gene Pool. **Only stabilize at the end of your turn or when a card tells you to**.

Traits with Gene Pool effects apply when they enter your trait pile. **If the trait leaves your trait pile, adjust your Gene Pool accordingly.** If an effect would have you exceed a Gene Pool of 8 or dip below a Gene Pool of 1, *ignore the effect*.

# IN-DEPTH RULES

## DOMINANT TRAITS

**Dominant traits** are labeled at the top of the card and have **a gold star** in the top right corner.




Once played, they **cannot be swapped, stolen, given, returned, discarded, or removed** from your trait pile. Each player can only play *2 per game*, so choose wisely!*

*__NOTE:__ There is ONE exception to this rule in the *base game*. If you hold the dominant trait *Heroic* when the age *Birth of a Hero* is turned over, you may play Heroic as a third dominant, even if you have two played already.




## TRAIT EFFECTS

Text at the bottom of a card is an **effect**.

"Effectless" traits have **no text**.

Trait effects typically apply when they're in your trait pile. **If you lose the trait, you lose the effect!**




**SWAPS & STEALS:** If you swap/steal from a *hand*, put it in your *hand*. If you swap/steal from a *trait pile*, put it your *trait pile*. Also applies to cards that are *moved* or *given*.

**RESTRICTIONS:** In some cases, trait effects can be restricted. For example, if an age restricts you from discarding, you cannot play a trait that requires you to discard. If there was no requirement, simply play the trait and ignore the relevant part of the effect.




**YOU MAY:** If a trait says "you may," playing that effect is optional.

# IN-DEPTH RULES

## TRAIT ICONS

Identify different types of trait effects.




**Actions** are effects that occur only when played *directly from your hand*. If you can play the action, you must. If you can't, ignore it. By default, DO NOT play actions on traits you steal or swap, *unless* you're told to do so.

**Requirements** that say, 'To play, you must…' must be fulfilled in order to play certain traits. Once played, they can be swapped, stolen, or given without restriction.

**Play When** cards can be played out of turn. Pay close attention to the effect's text! (They can also be played normally during your turn, but the effect may not apply.)

**Persistent** effects are triggered by a future event and may reoccur. Pay close attention to the text!

**World's End** effects are only played during the 3rd catastrophe at the end of the game.

**Drop of Life** bonuses are counted during scoring at the end of the game.

## TRAIT COLORS




There are **4 colors** that you can find on any trait in the game: **blue, green, purple, and red**. Grey cards are "colorless" and *cannot be considered for color designated effects*. You can identify the trait's color by the **border** of the card. If a trait has more than 1 color, it is **BOTH** or **ALL** of those colors at the same time.



- **OFTEN DEFENSIVE**
- **ENCOURAGES GROWTH**
- **SNEAKIER PLAYSTYLES**
- **MORE RISK / REWARD**
- **CATCH-ALL UTILITIES**



# FREQUENTLY ASKED QUESTIONS



**Can I play with more than 6 players?**
Sure! You'll just need a way to track the Gene Pools of the extra players. *(But you are more likely to run out of cards - see below.)*

**What if the trait deck runs out?**
Shuffle the discard pile and place the cards in the trait deck. If your discard pile runs out, each player should end their turn without stabilizing. After the round ends, skip all remaining ages and bring about the 3rd catastrophe... *(Or maybe get one of our expansions to add more traits!)*

**What if I can't play a trait on my turn?**
If you are able, you MUST play a trait on you turn, even if it's one you don't want! If your hand is empty, draw 5 and skip your turn. If you hold cards but can't play any, skip your turn or discard your hand and draw 3. In either case, do not stabilize.

**What if there's a tie?**
In a casual game, let there be more than 1 winner. In a more serious game, each tied player should draw a trait in turn order. Whoever draws the highest face value wins!

**If I play a trait that lets me play another trait, do I get to play the 2nd trait's effect?**
Yes.

**What about other disputes?**
Ages take precedence over traits, which take precedence over this rulebook. If a dispute should arise over which player's effect occurs first, defer to turn order.

**What is this shiny card in my box?**
A Mystery Holofoil! These special cards can come with unique art, special effects, and sometimes even new characters. There's a collectible aspect of Doomlings that lets you explore the World of Enderas. Check out our Gold Packs at Doomlings.com for more!

**Got more Q's? Join the Doomlings Community or visit Doomlings.com/FAQ for more!**

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# GAME VARIATIONS



**Intelligent Design** *(Card Drafting - 2-4 Players)*

Each player builds their own trait deck and their own discard pile. At the start, shuffle and deal each player 28 traits. Stack the remaining traits in a community trait deck in the center of the table. Players sift through the 28 cards dealt to them and choose 14 to add to their own trait deck, then pass the remaining 14 to the player on their left. Players then sift through the 14 cards they receive and add 7 of them to their trait deck. They pass the remaining 7 cards to the left, then add the 7 they receive into their trait deck. Each player should now have 28 trait cards in their individual trait decks. Each player shuffles their trait deck, then the game begins! Players draw from their own trait deck (or the community trait deck) and discard into their own discard pile. Now play to the strategy YOU designed your deck around!

**Strategic Start** *(Card Drafting - Light)*

Before the game, each player selects 1 card from the 5 dealt to them to keep, then passes the other 4 cards to the right. Continue until each player has 5 cards.

**Genetic Mishap** *(Solo Player Mode)*

Set up the game as normal, then deal 5 traits face up to the "Lab," a play area between your trait pile and the community play area. Play your turn as normal. Then, before turning the next age, draw 1 from the trait deck. If you draw a regular trait, discard 1 from hand of the same color as what you just drew, then discard the drawn trait. If you draw a dominant trait, move 1 trait from your trait pile of the same color as what you just drew to the Lab, then discard the drawn trait. The game ends the same way as normal. Lab cards do not count to your final score.

*Created by James Freeman*

**Stunted Growth** *(Shorter Games)*

Nobody takes turns on catastrophes. Simply follow the effects on the  catastrophe, turn over the next age, and THEN play each of your turns.

**Prosperous World** *(Longer Games - 2-4 Players)*

Set up the game with 3 era piles of 4 ages + 1 catastrophe each, OR 4 era piles of 3 ages + 1 catastrophe each.




## EXPANSIONS




## PLAYMATS

# ENHANCE YOUR GAME AT DOOMLINGS.COM!




## COLLECTIBLES




## STORAGE



Are you more of a visual learner?
Watch our How-to-Play video instead!